



MSX

COMPILE

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GUARDIC

### ★ I.A. Concept

- This is an intelligent action game. You will never be bored with it no matter how long you play.
- I.A. (Intelligent Action) is a concept which has been created by COMPILE.

### ★ Prologue

In 2813, a planet called "Galium" which exists far from the solar system faces a serious problem due to an increase in population. The government of Galium has joined forces with a secret organization (Gorce) and has executed a invasion plan.

The Gorce is an organization of death which intends to destroy all the intelligent organisms on the planet to which emigration is possible. Now, Gorce's invasion has reached Earth.

The Gorce has threatened Earth with annihilation, but mankind has challenged it with their ultra-high-performance F.J. (fighting jets) and has succeeded in ousting the Gorce from the solar system.

However, survivors of the Gorce on Earth are waiting for a chance to fight back. When earth people finally realize it, a new invasion plan of the Gorce is already under way. To defeat the plan, the earth forces have developed a new weapon called Guardic to destroy the invaders.



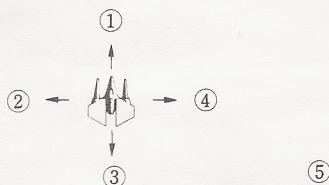
★To start the game:

Insert a ROM cartridge in the slot and turn on the power. The title screen will be displayed and a demonstration tape starts. To start the game, press the trigger button of a joystick or the space bar on the keyboard.

**How to play:**

Your ultimate goal is to make your way through a maze by fighting and destroying all the enemy's aircraft carriers. How many days do you require to achieve this goal?

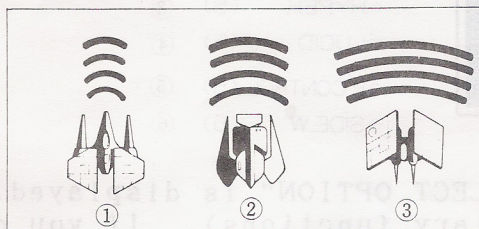
★How to move the joystick:



① Move the joystick upward. ② Move the joystick to the left. ③ Move the joystick downward. ④ Move the joystick to the right. ⑤ (The cursor key can be used to replace the joystick.)

★To fire "waves":

Waves can be fired by pressing the space key or the trigger button of the joystick. (Keep pressing to fire the waves consecutively.)

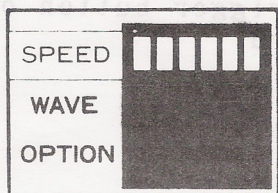


① Wave 1    ② Wave 2    ③ Wave 3



★ Power mode selection

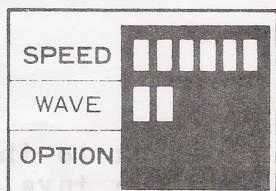
1. Speed selection



The word "SELECT SPEED" is displayed on the screen when a round is started. The gauge for the speed level, which is displayed at the center of the screen, changes if you move the joystick right and left. The Gaurdic travels faster, if the speed level increases.

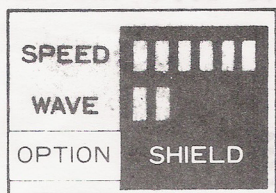
Press the space key (trigger button) to set the speed.

2. Wave selection



The word "SELECT WAVE" is displayed when the trigger button is set as instructed in 1. above. Select the intensity of the wave (beam) which the Gaurdic fires in the same way as to set the speed.

3. Option selection



- SHIELD (20POWER) ①
- THROUGH (10) ②
- HYPER (5) ③
- LUCID (5) ④
- E.CONTROL (5) ⑤
- SIDE.W (5) ⑥

Next, the word "SELECT OPTION" is displayed. Select one of six options (auxiliary functions). If you do not select any option, push the key (button) on the blank space. When the option is set, the first round is started.

- 1 Option 1: You are invincible! ② The wave can pass through an obstacle, etc. ③ The waves fired can pass through the enemy. ④ The Gaurdic can ignore obstacles, but it cannot take any powerchips. ⑤ The enemy cannot fire bullets. ⑥ Waves can only be fired in the forward direction.



## ★Power level

Look at the bottom right of the screen. There are figures in the column named "POWER." The figures show the current power level of the Gaurdic. The power is 30 at the start of the game. If you select a speed or wave higher than Level 1 or if you use an option, the power level decreases.

The power consumed by each of your weapons is displayed when selecting the speed or the wave and is subtracted when a round is over.

\*If there is not enough power, you cannot choose an option or select a speed or a wave. To increase the power, you have to acquire powerchips during a battle.

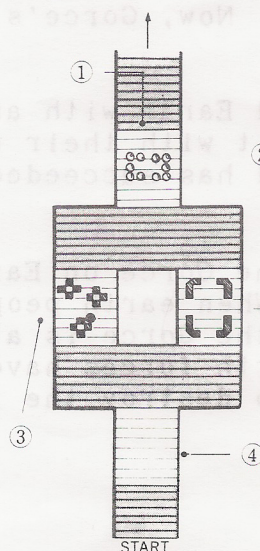
\*The Gaurdic can gain one plane for the initial 10,000 points. After that, one plane can be added every 20,000 points.

## Secret functions

Does this game have any secret functions? Of course, there are many of them. Find them while playing the game!

In addition, the practice mode in which you can play on all levels is also hidden. The clue is: when the title screen is displayed.....

This is a map to secure your victory!!





① Area 4

Set the wave level to 2 and defeat the enemy at the very bottom. The twinboard flies at high speed from top to bottom. It cannot be destroyed unless you fire several shots at it. You can win 10 powerchips in this area!!

② Area 3

Watch missiles closely to avoid them at Speed Level 1 and with Wave 1. The first flyer will move from top to bottom and fire bullets at you.

③ Area 2

Clear the enemy at the spot marked at Speed level 1 and with Wave 2. The enemy's cargo pots fly in circles in this area and rebound around the screen.

④ Area 1

No speed level is necessary. The wave should be set to Level 2. Without moving the Gaurdic very much, keep firing. The enemy is the Tock (guided missiles)!!

6) If you touch the RANDAR, you can buy the following items in exchange for 15 powerchips. ♦ 20,000 points ♦ 2 Guardics ♦ barrier